



THE UNIVERSITY OF BRITISH COLUMBIA

Faculty of Education

Master of
Educational
Technology
Program



Choose Your Digital Adventure- Inclusive Makerspace Challenge

Designed by: Joti Singh

Overview of the Challenge

This challenge engages learners in the concept of digital citizenship and the impact our choices have on individuals and communities in the online world. Learners can work individually or in small groups, brainstorming and storyboarding their ideas before bringing them to life through a “Choose Your Digital Adventure” story game.

Materials and Resources Required

Materials may include some of the following:

- Paper
- Pencil
- Access to Twine (if you choose to use it)



Alternate Platforms

- Miro



- Canva



Inclusive Maker Challenge Instructions

Either individually, or with 1-2 others, you will be creating your own “Choose Your Digital Adventure” scenario around digital citizenship. Brainstorm ideas for your story using any format with which you are most comfortable (paper/pencil, Google doc, etc). Consider different scenarios, choices, and consequences related to digital citizenship. Using any platform you prefer, sketch a storyboard that outlines the flow of your interactive story, including the different decision points and potential outcomes.

Note: Twine is modeled as an example, however you are welcome to use any form you feel most comfortable with to showcase your story (paper, maze, Miro storyboard, etc.)

Using Twine software and its basic functions, create passages, add links, and incorporate images or multimedia if desired. Transfer your storyboarded ideas into the Twine software, creating passages for each story segment and decision point. Be creative with your writing, making the consequences of each choice clear and impactful. Consider different aspects of digital citizenship, such as online communication, privacy, cyberbullying, responsible sharing, or critical thinking. Ensure you stayed focused on the objective of highlighting the outcomes of good and bad online citizenship.

Challenge Objectives

Global Citizenship

- Learning about digital issues and what it means to be a positive digital citizen will help students gain a deeper understanding of how actions in the digital realm can have global consequences
- Learning that online interactions and behaviors can impact individuals and communities beyond their immediate environment
- Understanding that communication can influence, entertain, teach, inspire, and help us make sense of the world and our experiences

Using the key concepts of digital citizenship to model:

- Respect
- Responsibility
- Safety
- Ethical behavior

Critical Questions for Consideration

How could we change the way we communicate, collaborate, and create in the digital realm?

How can you personally contribute to creating a more respectful, inclusive, and responsible digital community?

What are some key principles or behaviors of responsible digital citizens that contribute to a positive online community?

How can individual actions and choices online impact others and create positive change?

Background/ Additional Information

Visit [Media Smarts](#) to learn about Digital Citizenship



Visit this [webpage](#) for information on EDIDA Frameworks



Watch [this Youtube video](#) for how to create a “Choose Your Own Adventure” Twine game



Inclusivity Focus

EDIDA principles should be embedded into the game's design and content, by promoting inclusivity and fostering a deeper understanding of global citizenship among players from diverse backgrounds. It should encourage players to think critically, empathize with others, and develop a sense of responsibility towards creating a more inclusive and equitable world.

Embrace diversity in character representation, language, and cultural norms within the scenarios. Incorporate characters from different ethnicities, genders, abilities, and backgrounds. Avoid stereotypes and assumptions that may perpetuate bias. Include scenarios that promote fairness, social justice, and equal opportunities for all individuals.

Use language and visuals that are inclusive and avoid language that might alienate or exclude certain groups. Promote accessibility by considering the needs of different players and ensure that everyone can engage with the game regardless of their abilities or background. Accessible resources can include screen readers that convert on-screen text into synthesized speech. Captions and transcripts that help individuals who are deaf or hard of hearing access multimedia content. Dyslexia-friendly fonts, readability tools, and multilingual support cater to learners with different reading preferences and language backgrounds.

No-tech, Low-Tech, High-Tech Options

No Tech

- Write it out on paper
- Create a mini maze/obstacle course

Low Tech

- Create a story with different scenarios on an online platform, such as Miro, Google Docs, etc.
- Upload photos of your hand-written story and create a visual

High Tech:

- Twine

Extensions

Publish the completed stories online, either on a class website or a digital portfolio, allowing other students or members of the school community to experience and learn from them.

Organize a digital citizenship-themed exhibition or a showcase where students can demonstrate their stories to a wider audience, such as parents, teachers, or other classes.